

Boy Scout Rally

The Scout Rally is the community expression of Scouting. It rallies the enthusiasm of the Scouts and their leaders. A good rally results in a stimulating interchange of ideas, and provides interesting objectives, spurring each Troop to greater activity. It promotes Scout advancement and Scout proficiency.

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Chapter 1: What Constitutes a Rally

Any assembly of Scouts for the purpose of demonstration or “Competition” may be considered a rally. An inter-Patrol contest may constitute a rally. A Parents' Night conducted by any Troop in a small town is a rally, just as truly as the annual gathering of hundred of Troops in a metropolitan center.

The rally is a high spot in the Troop program. It is the outcome of Troop initiative, except where the Council originates a rally for the purpose of making the progress of the Scouts in the council known to the public, or for the purpose of developing support for the work of the Council.

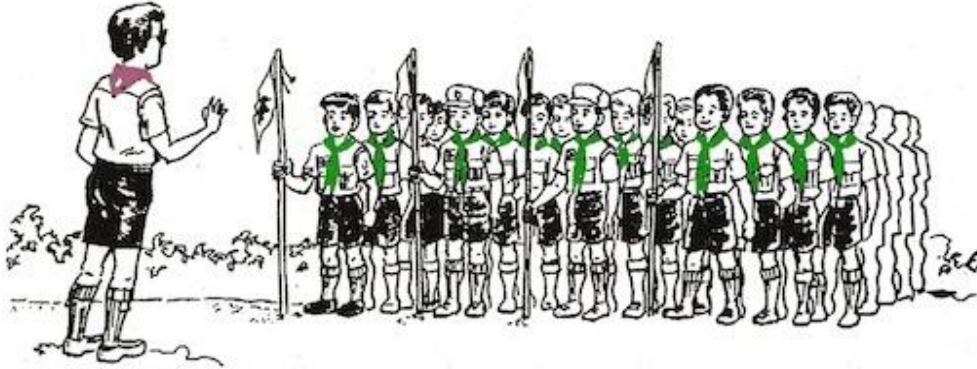
Purpose And Value Of Rallies

This pamphlet has been prepared to apply to various Scout rally situations and many possible varieties of the Troop and the council rally. Troop rallies, community Good Turns, mass meetings and all Scout activities witnessed by outsiders have a direct bearing on public opinion. Worthwhile public display or demonstration, wisely planned and successfully carried out, will help educate the public as to what the Boy Scouts of the Philippines is accomplishing for boys, and thus widen the service range of Scouting.

There is considerable value in inter-Troop and inter-Patrol contests. They help to keep up Troop and Patrol spirit. Competition, properly directed, increases Troop loyalty and efficiency. If the events are selected so as to run parallel to the Scout requirements, the boys will learn a good deal of Scouting as they practice for the contest. The preparation for such affairs will often help the Troop Leader in planning meetings throughout a season.

In such a program care must be taken in that every boy in the Troop has a chance to take part.

The Two-Fold Aim



The rally has a two-fold aim:

- 1) to train the participants and build up Troop morale in so doing; and,
- 2) to inform the public and thus accomplish worthwhile publicity for Scouting.

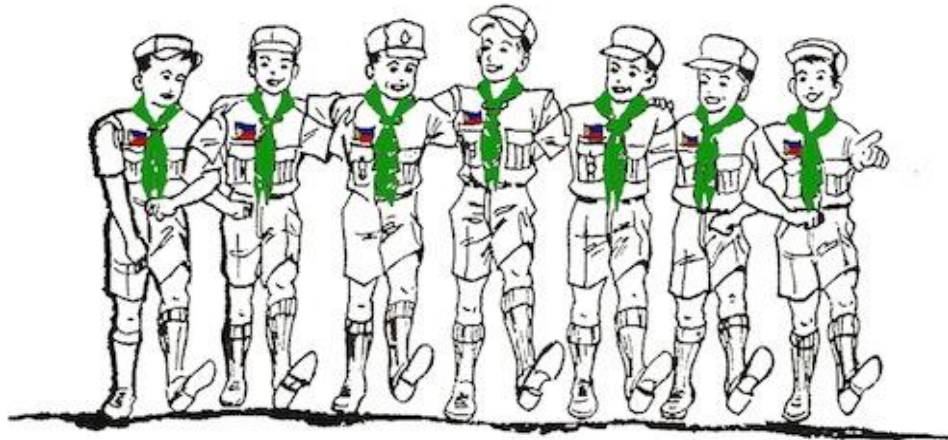
This two-fold purpose must be kept in mind in preparing the rally. The activities should provide interesting and profitable opportunities for participation by every Scout. If the rally is public it should be educational and to a certain extent spectacular, for the benefit of the onlookers. The public will judge from such exhibitions:

1. The leadership ability of Council or Troop officials.
2. The discipline, self-control, efficiency, team work and leadership qualifications of the Scouts.
3. The value of Scouting as a great national program for boys.

The Scout rally is the community expression of Scouting. It justifies its name. It rallies the enthusiasm of the Scouts and their leaders. It helps them to realize that Scouting is wider than the walls of their meeting room. The contact with other Troops arouses and quickens Troop loyalty. A good rally results in a stimulating interchange of ideas, and provides interesting objectives, spurring each Troop to greater activity. It promotes Scout advancement and Scout proficiency.

The rally should be of equal significance to the community. If the rally is open to the public, the program should be planned so as to capture and hold the interest of the spectators, and should be designed to demonstrate the practical value of Scout training and the fact that boys enjoy the Scout program while “learning by doing.”

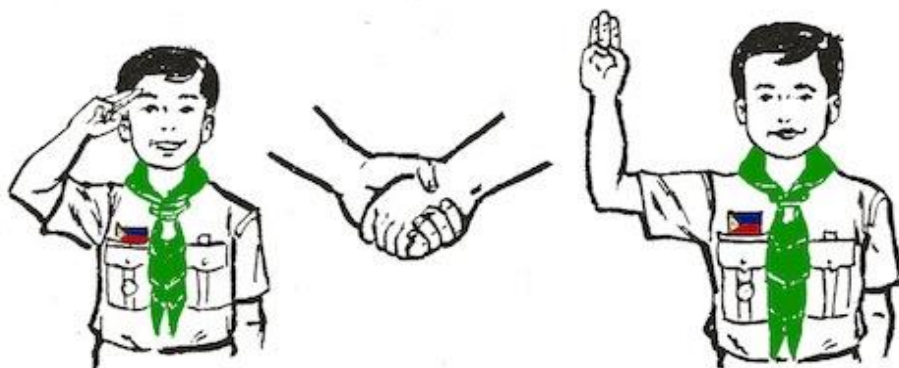
The Whole Round of Scouting



The public character of the rally suggests the urgent need for bringing out as much of the purpose and scope of Scouting as is practical in the time allotted. The Scout's preparation for the duties of citizenship should have emphasis in every public rally. It may be of help to remind those who plan the rally of all the elements of Scouting, as sort of check list, to determine if the program for any particular rally sufficiently represents what Scouting does for the boy, and what the boy is trying to do for himself through Scouting.

The Scout Oath and Law; duty to God and Country; obedience to the Scout Law; helping other people at all times; keeping himself physically strong, mentally awake and morally straight, all are factors that can be brought out definitely through activities, pageants and other ways. A series of one minute acts or brief tableaus will often suffice to illustrate all of the twelve points of the Scout Law, and will furnish the material for one excellent number in a full program.

The third point of the Scout Law, calling for the Daily Good Turn from every Scout, offers opportunity for a little more extended presentation, the Civic Good Turn especially.



The advancement requirements give the following ideas:

The Scout Motto, "*Laging Handa*"

The Scout Sign, Handshake, and Salute

The Badge of the Movement

Respect for The Flag of the Philippines

Knot tying, First Aid: *all forms*

Signalling: *all forms*

Tracking: *which may not be so easily worked out, yet can be done*

Use of knife, bolo, and hatchet

Fire Building; Cooking

Thrift: *which requires some thought*

Use of the Compass

Safety First; Swimming

The Scout Hike; *which offers a challenge to those who are working out the program*

Mapping, Estimation, Care of trees and Nature Study in general

Next would come distinctive features of Senior Scouting.

Merit Badge work offers many topics suitable to Rallies, and in fact any Merit Badge topic is suitable, but in some there is wider expression of the general activities of the Movement. Camping, in all of its aspects, which includes Bugling and Athletic, Archery, Pathfinding, Pioneering and Physical Development, is a very good example.

The Scout's growing knowledge of the responsibilities of citizenship will have a place, as will his duty to home, church and school and similarly, their responsibilities to him.

Types of Rallies

There are many possible variations of the Troop and the Council Rally. In this pamphlet, although some of the plans call for large numbers of Scouts, most of them can be readily adopted to the smaller Councils and to inter-Troop facilities. Each suggestion, therefore, must be considered in the content of local needs and conditions.

The Scout Circus

Even as few as two or three Troops in a small community can give a surprisingly entertaining circus, and with but little preparation. Scout games and demonstrations are included in the program, together with a squad of clowns and hand-painted menageries.

Water Carnival

Swimming races, *banca* and rowboat races, diving contests, life-saving demonstrations and various waster games – such are the materials for a water carnival.

The Camp-O-Ral

The word “Jamboree” should be reserved for a Scouting affair of an international or truly national nature, similar to the 10th World Jamboree held in Makiling in 1959 or the many national jamborees we have held since 1954. We have, therefore, coined the word “Camp-O-Ral” (Camp Rally) for what is to be understood as a rally with events similar to those on Jamboree programs, combined with camping over a period of at least one night.

According to this definition, a Camp-O-Ral is an overnight rally of Boy Scouts for the purpose of:

- a) Interchanging ideas on camping, Scouting, etc.
- b) Making friends with other Scouts,
- c) Competing in Scouting games,
- d) Competing in Camping, Cooking and related subjects in a practical way.
- e) All points obtained to be added to find the all-round winning Patrol or Troop.
- f) Events to be conducted on a Patrol or a Double Patrol basis, or in some cases a full Troop of 32 boys, as opposed to the individual entry plan.

Camporee

“Camporee” may be used for the word “Camp-O-Ral” although it would be better if camporee is confined only to an assembly of Scouts of one or two Troops by Patrols, camping together and engaging in a friendly competition while in camp. Therefore, we suggest that the term camporee be used only for District Camping where there are not more than 3 Troops, otherwise Camp-O-Ral should be the proper term.

Fun-O-Ree

A “Fun-O-Ree” is an assembly of Boy Scouts, KAB Scouts, Senior Scouts or combined Scout Units where the main object of the gathering is to entertain visitors with funny songs, plays, stunts, and others. The program should be pack-full of fun and nothing more.

Pageants

The pageant has come to play an important part as the expression of community spirit. The Scout program lends itself particularly well to this kind of dramatic expression. The lives of our heroes, dear to the hearts of Scouts, may well find a place in plays and pageants.

Athletic Field Day

It is doubtful if contests which emphasize only athletic prowess can have a sufficiently important place in the program of Scouting that an entire field day should be devoted to them. There are so many Scout contests, games and sports that afford better opportunity for physical competition and at the same time provide valuable training in Scoutcraft, that it is doubtful whether there is sufficient justification for promoting a track and field meet as such. A few of the usual athletic contests – jumps, relays, and the

like – may, however, be included in a rally program. Only Scouts who have proved to be physically fit after physical examination should take part.

Merit Badge Exposition

This type of rally is usually held in a large building. Booths for all or many of the Merit Badges are decorated and exhibits installed by various Troops. In the middle of the floor Scouts put on demonstration events. These expositions are big public affairs, and are generally sponsored by some service club such as the Rotary, Jaycees, and other civic clubs.

Competitive Events

Scouting is a group Movement. The smallest group is the Patrol. When we introduce contests geared to individual glory, we destroy this essential quality in competitive events in Scouting. Let the Patrol share the success of each member in it, and let the Troop share in the success of each Patrol. No spirit of antagonism must arise between Troops or Patrols.

The aim of Scout competition is always to set the Scout in competition with his own record. Not his Troop or Patrol “beating” another, but excelling itself. It might be possible to adopt the method in use in some of our public schools, where the average record of a group (in athletics), is taken, rather than the highest of a member of that group. That, at any rate, is the principle in Scout contests. Competition aims at better Troops, not at individual “records.”



Chapter II: Planning A Rally

Be Prepared

The success of a rally largely depends upon the thoroughness of the preparations and the effectiveness of the committees in charge. A rally cannot be put on at the last minute, and be expected to measure up to Scout standards. It requires careful planning, effective leadership, and a schedule of preparations which should be strictly adhered to.

GENERAL PREPARATIONS

The first essential is a definite objective. Is the rally to be primarily a demonstration for spectators? If so, contests, demonstrations and other features which would interest and educate the public must be devised. Is the rally to be primarily for the interest of the Scouts participating? If so, it should consist of contests and games. What part of the program should be given to activities whose prime value is entertainment? What role, if any, should athletic contests take in the program? Upon these considerations depends the site, type of program, and organization of the proposed rally. Let the Troop Leaders of competing Troops have a definite share in making the final arrangements. The council should have an advisory Committee of Troop Leaders who cooperate in rally plans.

Moreover, rallies involve expense, thus it is also essential to prepare a budget, appropriating enough for the necessary purchases and with still something for any other contingency.

Preliminary Instructions

General preliminary instructions are important. These have to do with the various matters which take place on the floor or field, and can be prepared long before the date of the event. They should cover such things as instructions to announcers to call the assembly to order, instructions to the Field Director to begin the grand march, instructions to the Clerks of Course to get the different teams prepared for the next event, instructions to the leader of the band to play at the proper time, and the like. It can readily be seen how these general orders keep the entire assembly moving smoothly and simultaneously, without interruption and with a minimum amount of attention on the part of the Director at the time they actually happen.

The success of a rally is usually in proportion to the amount of time and study spent in advance upon such details.

When an area is divided into sections, or rings, it may be well to arrange to repeat certain contests and demonstrations in different rings so that all spectators may see them. In this way, for instance, bridge-building event may be put on first in Ring No. 1 and then in ring No. 3.

To assist the ringmaster for each ring it is helpful to work up a separate program for the events that are to be held in each particular ring, and to give each ringmaster a copy of the section that applies to his ring, with a time schedule.

Where to Hold the Rally

Whenever reasonable weather permits, Scout public displays should be held out-of-doors. In the selection of an outdoor site, the question of policing the grounds so as to control the general public must not be overlooked. If necessary, secure police protection against the possibility of annoyance by hoodlums. Consider also the means of transportation, roads, and parking facilities. Investigate the water supply, seating facilities for spectators, lighting facilities, fire and panic hazards.

When to Hold a Rally

The date of the rally should be fixed long beforehand so that Scouts will have ample time to prepare for it. It is also necessary that the public be informed of the event in time to insure good attendance. If the rally is to involve Troops under more than one Council, consult all those who are to attend, and select the date most convenient for everybody.

Consideration must be given to school work. Troop meeting nights, whether or not it is to be an indoor or outdoor affair, whether it is to be held during the daytime or in the evening, and its proximity to the opening or closing of the summer camp, some officials are so crowded with work at certain seasons of the year that whatever help they can give in putting over a successful rally might fall short of your expectations. Conflict between the rally and any other Scout activity of Patrol, Troop or Council is also to be avoided. Furthermore, be very careful to avoid dates which would conflict with scheduled school games or meets. Consult school coaches well in advance and thus avoid conflict.

How Often?

Some Districts hold a rally every year, announcing the event a year in advance. The period after the Christmas vacation is a fine time for a Camp-O-Ral as it serves as a sort of preparation for the more extended program of the Summer camp. Another indoor rally or a demonstration may be held during the rainy season.

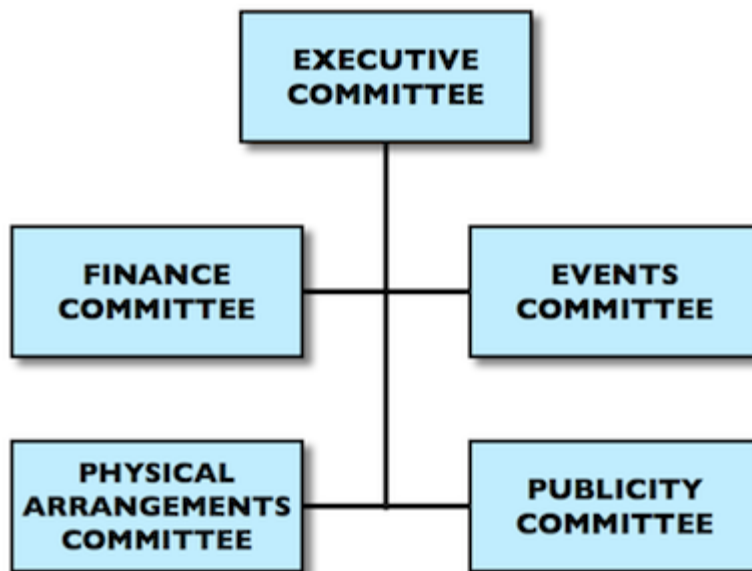
One District regularly keeps the last Thursday in November for its outdoor rally – a Camporee – and has a Field Day on February 22nd which is BP's birthday. This brings the exhibition several months apart, an excellent arrangement which leaves the public with definite expectations as to definitely scheduled events.

Two big affairs a year are not too many for most Councils. Smaller inter-Troop or inter-Patrol contests should be undertaken more often, not so much for publicity as to keep up Troop interest and spirit. Districts may run a schedule of dual-Troop or District Rallies that culminate in one big rally in February or March in which the same events are staged. The boys are then thoroughly familiarized with these events.

Rally Committees

Whether the rally is to be a series of inter-Patrol contests in one Troop, or a master Camp-O-Ral involving all the Districts of a large Council, the greater the number of men giving definite leadership to it, the more public interest is generated and the greater the assurance of success. Give every man and every committee a real job. For an inter-Patrol or inter-Troop affair it may suffice to merely plan the events and arrange through the Troop Committee or Council for competent judges. But for a Council rally certain committees are necessary.

Suggested Rally Committees



The set up of such committees and their functions depend upon the size of the Council and the nature of the rally. There should be a central Executive Committee, which should include representatives from each district of the Council. The members of this Committee are the chairmen of the other committees in charge of the various features of the rally. The Executive Committee should meet regularly for six weeks in advance of the final date. The Scout Executive and, for a Camp-O-Ral, the Camp Director should be members of this committee, but it is wise to enlist as Chairman a well-qualified volunteer leader. The Scout Executive should also serve as an ex-officio member of all committees.

The success of a Rally depends on the number of men giving definite leadership to it. For inter-patrol or troop affairs the planning of events may suffice and the Troop Committee or Council can arrange for competent judges. However, a big rally involving several Troops or Districts needs certain committees as shown. The Scout Executive and the Commissioner acts in an advisory capacity.

The Finance Committee prepares a budget covering all estimated receipts and expenses. If commercial booths and concessions are to be used, arrangements are made by the committee with Local Scout Distributors, sporting goods houses, stores and other dealers. Concessions for the sale of various refreshments may be rented, and with Scouts or Scout mothers in charge, this should add to the revenue. The Finance Committee also arranges for the printing and distribution of tickets. In some cases, this Committee also handles the printing and distribution of the program. If, however, a separate

Committee on Program is designated, it should be clearly understood that the Finance Committee would only be responsible for the financial and mechanical aspects of the program. The actual events will be under the charge of the Program Committee.

The Committee on Arrangements takes care of housing, booth equipment, decorations, and music. It assumes responsibility for parking at the rally and posting directions for reaching the site. For a Camp-O-Ral this committee takes charge of arranging for the camp site, securing in advance permission to use it, etc. It arranges for commissary and camp equipment, insurance, and police and fire protection. It obtains an analysis of the water supply, provides for a medical officer to be in attendance at the rally, and such other special consultation and help from medical authorities as may be desirable, and secures suitable sanitary and toilet provisions.

The Committee on Events arranges for the events on the program, the contests, personnel and judges exhibits, demonstrations, and awards.

The Committee on Publicity is in charge of making the announcements to the public and the press, arranging for suitable media coverage, issuing invitations, and other matters involving public interests.

The duties of these committees may be subdivided. Be sure that each member has a definite responsibility.

Work Schedule for a Rally

In all undertakings especially those involving many details, the value of a schedule cannot be overestimated. The following is presented to give an idea of what such a schedule might include.

90th day preceding event – Take up question of site.

60th day – Begin preparation of detailed program.

55th day – Notify field of date and site.

45th day – Opening publicity. Call meeting of Troop Leaders.

35th day – Hold meeting of Troop Leaders; decide on events.

34th day – Print or type rules and entry blanks.

28th day – Send out outlines of program and rules with entry blanks.

27th day – Compile list of necessary paraphernalia.

26th day – Place orders for all necessary purchases.

25th day – Negotiate for all materials to be borrowed.

24th day – Complete organization of rally personnel.

23rd day – Put copy of program in final shape for printing.

22nd day – Order awards.

20th day – Follow up notices to the field.

19th day – Order all signs.
18th day – Preparation of general orders.
16th day – Check delivery of printed program.
15th day – Confirm acceptance by event officials.
13th day – Follow-up for Troops, giving directions.
12th day – Delivery of all signs.
11th day – Formal invitations to Council members, subscribers, and prominent citizens.
10th day – Confirm site arrangement
9th day – Start daily publicity, giving partial list of the entries, etc.
8th day – Publicity story.
6th day – Conference meeting of all event officials. Publicity story.
5th day – Close receipt of entries. Publicity story.
4th day – Publicity story. Check receipt of awards.
3rd day – Publicity story.
2nd day – Publicity story. Invite all reporters or local newspaper correspondents.
1st day – Final check on paraphernalia. Phone or send reminder cards to each event official.

Preliminary Notices

Preliminary notices to Troops should contain clear-cut rules for the events, with a general outline of the program. However, do not depend only upon letters and printed matter. There is nothing like a personal interview with Scout leaders to stir up their interest. Hold committee meetings to build up enthusiasm for a successful rally. Urge every Scout official to send in suggestions, together with comments on any weak spots noted in the latest rally.

Preliminary Program

About fifteen days before the rally, issue a preliminary program, giving the outline of the rally in detail and showing the time when each event is to be run off. The preliminary program and entry blanks are usually sent to the Troops about a week before the rally. It may be quite difficult to get Troop Leaders to understand that these entry blanks are necessary especially when a large number of Troops are expected to attend, but all efforts must be exerted to make them conform and these blanks should be returned for filing at least a week before the affair.

From the entry blanks received, a check list is made by listing on a separate sheet each event and the number of contestants entered. This check list is essential in planning the layout of the field and for use by the judges when the events are staged.

The Events Committee formulates as early as possible the detailed rules pertaining to the rally and submits them to the Troop Leaders. This is to allow time for revision of some of the rules should the need for it arise.

Final Program

In preparing the final program, it will be decidedly helpful to make a diagram of the field. Next mark out, step by step, the various events on the portion of the field allotted to each. By picturing each move in the rally, serious mistakes can be prevented from occurring on the day of the run-off. Then from the diagram sheet, a time-table is made up, oftentimes divided into ten-minute periods. With these two helps, the diagram and the time-table, the committee can decide on the final program. Print the final program at least two days before the rally and send a copy to each Scribe and Troop Leader. Have enough to distribute free at the rally. Early copies should go to all visiting officials.

Printed programs may also be sent to school principals, clergymen, and civic officials. Be sure that the media gets a copy of the program well in advance of the event.

Publicity

The public is interested in knowing who your chief judge is, for instance; where the affair is to be held; also whether the Troop which won the championship last year is again fielding its entries. People will also be interested in seeing a picture of the Scout who in the previous year's rally carried off the most points. They will read with interest that the Troop Leaders have met and considered and approved the general program.

All this information should be released to the press and radio regularly through the committees responsible for handling publicity. Black and white glossy prints of photographs released also to add interest to newspaper stories. This committee must be actively on the job for weeks in advance, in order that the rally or Camp-O-Ral may be assured of success.

A poster to hang up in Scout headquarters, store windows, churches, schools, etc., is another form of good publicity, especially when well illustrated. Arrange for media coverage of the rally.

Tickets

The best ways of attracting the public in addition to newspaper publicity, is the issuance of tickets and the wise distribution of them. Each Scout should be given at least two for his family and indeed it will stimulate parent or public attendance. Particularly, tickets should be sent to Council members, subscribers and prominent citizens.

Where an admission charge is made, great care should be exercised in handling the sale of tickets. It is necessary to keep this role in the hands of adults. According to the general regulation and policies of the Boy Scouts of the Philippines, Scouts are not permitted to handle or solicit money for the expenses of Scouting.

“Boy Scouts, collectively or individually shall not be used in the solicitation of money or. the sale of tags; or other similar methods of solicitation of money in connection with efforts to raise money incidental to the expenses of Scouting.”

Reception Committee

It may happen that the overall effect of an excellently conceived rally may be impaired due to the lack of a competent Reception Committee – to meet officials and other guests when they arrive at the site. Consider well in advance the composition and appointment of the proper people to act as a Reception Committee.

About two weeks previous to the date of the rally, write a letter to the principals of schools, reminding them that they have been invited to attend and ask them to extend the invitation to their staff of teachers and to boys who would like to attend. Special invitations (with tickets) should also be sent to the Mayor and other public officials, clergymen, Scout Mother Clubs and others interested in boys. Do not forget your veteran Scouts either.

Chapter III: Running the Rally

Running Off Your Rally

The full value of the rally for the Troop and Scouts can best be obtained by thorough planning and preparation. The community and the general Scouting movement will watch its effective execution also. Make provision that Troop Leaders take an actual part in planning and running the rally. Ensure their fullest cooperation.

Keep the events Scout-like. Emphasize the service ideals of Scouting. The events must demonstrate the character-building value of the Scout Program to the boy and to the community.

Make provision for capitalizing on the interest of distinguished guests – both Council members and laymen. Reserve a special place for them. An honor guard of Scouts may be used to escort them to their seats. Also acquaint the general audience with the fact that such distinguished guests are present.

Do not overlook, if there is need for it, briefing newspaper reporters or radio people who are there to cover the affair. If possible, take a video of your rally.

The presentation of badges and marching review may be used for impressing the public with the dignity of the Movement. Indeed, something may be done to show the importance of its code, insignia, rituals, etc. A little time spent on these formal features will help balance the program.

Whenever possible, it is well to have a formal opening. At most outdoor and many indoor affairs, this may assume the nature of a grand march, a formal review, massing of colors, and in fact anything which, with the facilities at hand, will enable the management to produce a formal effect with a large moving mass. A short opening address may be used advantageously; also Scout ceremonies, playlets, dramatizations, or a camp fire scene.

Through preliminary publicity, avoid complications or difficulties in the interpretation of rules in the games and contests that are to be staged. As far as practicable, the games should enable a large number of Scouts to participate. Due care should be taken to see that the element of danger does not exist. Be sure to explain to spectators “what it is all about.”

Demonstrations should be so staged that they can be easily seen and understood by the ordinary spectator. A diagram of the actual site in the program will help the audience to understand what is going on and find their way about.

One of the most difficult problems to tackle in connection with a rally is the arrangement of exhibits so as to insure their being examined by the spectators. In most instances where the audience is not invited to look over the exhibits until after the main events have taken place, the hour is late and it has been found that very few retain sufficient interest to take the time to inspect them. The practice of the circus, undoubtedly evolved through experience, of so arranging the layout as to require the public to pass through the menagerie before reaching the “big top” is a sound principle and one worthy of adoption.

Wherever a Scout band is available, make full use of it. Use a drum and bugle corps or hold a bugling contest. Even a harmonica band has interest for the public. The opportunity for cheering in mass by the various divisions or by the entire group should not be overlooked either.

Your final closing should be impressive and conclusive, such as a mass pledge to the Flag of the Philippines. Do not let the Troops struggle off the field in a go-as-you-please manner. Save your “big punch” for the finish.

Regulations for Events

We must remember that Scouting is for boys. Rally events should insofar as possible, demonstrate that BOYS can do the work, with Patrol Leaders actually leading their groups.

Whole-hearted interest by each Troop and Patrol is the desirable result, not “star” performances by a few Scouts.

In competitive events, the spectators and judges can follow activities more easily if the contestants wear a large linen markers on their backs, giving the Troop numbers.

Wherever a Council acts as host for an event, “home” teams do not usually accept any awards. In certain cases it has even seemed best for “home” teams not to compete at all. Separate contests may be arranged for them.

Elimination Contests

Where a Council plans to hold Elimination Contests in several districts, the following notes may be helpful:

1. Entries will be by districts, with each district fielding one team for each event. These teams may be selected at a district elimination contest arranged by the district Scout officials with the cooperation of the Scout Executive.
2. District teams should be made up of Troop Teams or Patrols winning the events at the district elimination contests. Where Patrols are specified, the original Patrol winning the district event must be the entry in the rally.
3. In certain cases a Troop may succeed in having its Patrols win several of the district events these winning Patrols become the entries in the same events in the rally.
4. Individual names, Troop members, addresses of district entries must be filed at Scout Headquarters. Give also the date of filing.

General Rally or Field Day Regulations

1. Events are open to all currently registered Scout Troops in the Council.
2. A Scout contestant must be officially registered and be in possession of a current membership registration card dated at least one month prior to the time of the rally or field day.
3. Depending on the decision of Troop Leaders of competing Units, at least two, if not a Patrol, entries will be accepted in each event from any one Troop.
4. A Scout may enter more than two individual events, except Patrol events. Scouts acting as “patients,” “writers,” “readers,” and “staff holders” are not considered contestants.
5. All contestant must be on hand when their event is called.
6. Official Boy Scout Uniform must be used. Spiked shoes are not allowed.
7. All equipment are to be furnished by contestants, unless otherwise stated.
8. Coaching during events is prohibited. Troop Leaders not judging and all Scouts not competing in the current event must keep off the field.
9. In case of violation of General Regulation No. 8, Judges may disqualify the entry from that Troop in that event.
10. Any unScout-like behavior on the part of any contestant will disqualify him or his team from that event.
11. Unless otherwise stated, in Patrol events, any 8 Scouts from one Troop will constitute a Patrol.
12. Judges have the power to decide any point not otherwise covered, but in case of extensive difficulty in making decisions in any way pertaining to the Field Meet, the Referee has the final authority.
13. All entries must be made on official entry blanks that should be filed with the office of the Scout Executive or Provincial Scout Commissioner, at least 30 days before the field meet or rally.
14. Contestants will remain in place until dismissed by the Judges.
15. Points are given on the following basis, unless otherwise stated:
 - 1st Place ----- 5 points
 - 2nd Place ----- 4 points
 - 3rd Place ----- 3 points
 - 4th Place ----- 2 points
 - 5th Place ----- 1 point
16. In case of a tie, contestants will be given full points corresponding to the place won.
17. “A Scout is Clean.” He picks up refuse after the event; for example chips and other trash after water boiling, etc.

18. Judge's decisions will be final when rendered within the rules.

19. Any protest must be presented in written form to the General Director of the Rally or Field Day during or immediately after the conclusion of the boys' program.

Rally Organization

Leadership for the actual performance of public events, more practically those involving contests, falls into 5 groups: Mobilization, Field Division, Records Division, Medical, and Equipment. This set-up may be modified for other types of rallies as Camp-O-Ral, camporee, etc. The General Director heads the day's officials.

Mobilization Division

1. Officer of the Day
2. Buglers
3. Marshalls
4. Ushers
5. Orderlies

Field Division

1. Referee and Field Director
2. Judges
3. Timers
4. Starters
5. Announcers

Records Division

1. Recorder
2. Score Keepers
3. Photographers
4. Reporters and Publicity Manager

Equipment

1. Quartermaster and Assistants
2. Field Linings and Fencing
3. Decorations

Medical

1. Physician or First Aider
2. First Aid or Emergency Patrol
3. Judges for First Aid Events

Selection and Duties of Officials

Each of these adult officials should be selected because of his special fitness for the particular job. Get men of recognized standing and fairness. Don't take chances. Be sure that each man can successfully carry out his tasks and cooperate efficiently with his associates. Scouts chosen as guides, ushers, orderlies, and the like, should also be carefully selected with a view to their fitness and caliber as outstanding Scouts. The duties of these officers are in most cases self-evident. In a few cases, a fuller analysis of duties may be helpful.

The Director

At a rally there must be no divided authority. The director must direct, and when he pushes the button the machine must work. With audience and boys waiting for things to go, there is no time for indecision. Play the game over beforehand. Figure out how the event will run off if there will merely be three entries and also if there will be thirty. Whenever possible, reduce the number of entries in advance by district elimination contests, or by running events in "heats" if the district plan is not feasible. In this way you can keep your entries down to a small number for the "finals" and bring to the line contestants who already know the rules and will not waste a lot of time by having them explained. This plan will make it possible for the judges to decide the winners more quickly and in a clear and fair manner. Your audience also will experience greater satisfaction viewing teams presenting high-class exhibitions.

The Director of the entire program should position himself in such a way that he can see as much as possible the entire performance and be in easy communication with all parts of the field. If the number of participants is large, it is not advisable for him to move at all from his station. He should have as many orderlies as there are district units, with an orderly assigned to each unit, carrying only messages to and from his assignment.

The Officer of the Day

This official assigns Troop locations or camp sites; checks all Troops coming in and going out; issues permits for Troops to leave the field; and supervises the work of Scouts acting as guides and honor guards. He has charge of the Lost and Found Department, the Information Booth, etc. (In Camp-O-Rals he may supervise the commissary and the group assigned to take care of the equipment.) He should be assisted by older Scouts.

The Referee

The Referee should be the final authority on whether or not a team has complied with the conditions as agreed upon regarding handicaps, weights, equipment, etc. He should preferably come from another town or Council than the one holding the rally.

Timers

Three stop-watches should be used in each time event or contest by at least three competent and impartial timers who are not connected with any of the Troops entered in the contests.

If timers differ on elapsed time, the winning time should be the “mean” of the three watches used in each event. or contests, i.e., the time indicated by the second fastest watch. If, however, two of the three watches agree, their time is taken. All events should be started by firing a gun after the preparatory. command “ready” (two-point start).

Other Officials

The Official Announcer keeps the spectators informed regarding the progress of the meet or rally, announces the winners of each contest, the comparative standing of Troops, Patrols, etc. He takes care of the bulletin boards.

The official Scorer and his assistants keep the correct score of each event.

The duties of the Judges are treated fully in Chapter IV.

The office of the Council Scout Commissioner (or the Scout Executive) should prepare the signaling messages for both the International and Semaphore Codes. It is suggested that letters should be divided into group without any meaning as: VXYWZI; KRQSF; etc. The advantage of this method is that the receivers cannot anticipate the words being sent by the senders. Two messages should be prepared for each Signaling event and there should be as many copies as there are contestants. The messages should be sealed in an envelope and must be opened by the readers of the team only at the start of the game. The instructions for the project in First Aid should likewise be prepared beforehand by the first Aid Judges, similarly sealed in an envelope and placed on the abdomen or chest of the patient. It should only be opened by the First Aid contestant as soon as he gets to his patient.

Equipment Needed

A careful list of all possible articles needed to carry out the program should be made. In making the list, take into consideration such necessary things as signs, tickets, programs, wood for fire building or cooling utensils for cooking, water for water-boiling contests, matches, megaphones, score boards, etc. The list is very essential and someone should be definitely responsible for it.

Field Equipment

Check list. Make additions to suit local needs.

Headquarters and Clerk's Tent

Layout for Rally or Camp-O-Ral

Bulletin boards

Megaphones

Tables

Map showing assignment of participating Troops in the grounds

List of Troops participating checked with entries

Complete list of rules, all bulletins, and notes relative thereto

Stop watches

Score board or Score book

Record sheets for each event

Judges Tent

Copies of Rules

Tally sheets

Property Tent

Ropes, timber, water, etc., according to events listed

Axes, stakes, tents, etc.

List of equipment arranged by contests

First Aid Tent

Cot, blankets, chairs, tables, Red Cross flag

First Aid Supplies

Safe Drinking water provided

Final Orders to Troop Leaders

Final changes in the rules, program, campfire directions, entertainment notes, etc. should be handed to leaders of each unit as they arrive, or as soon as issued, and always in writing:

1. Troop arriving shall be assigned immediately to their respective places. Instruct Scouts to remain there, except when engaged in events or in case they are excused to report elsewhere.
2. Before any Scout is allowed to leave the rally grounds, he should get the approval of his Troop Leader.
3. Scouts on the field should keep their places.
4. Troops and Patrols should enter and leave the field for contests, exhibitions, etc., at "double time."
5. Instruct Scouts to attend to personal matters before the rally starts.
6. The formation for review: Flag Salute, inspection will be _____ (as agreed upon by the Troop Leaders of competing Troops).

Chapter IV: Suggested Rally Programs

The following programs are suggested for a whole day affair. These events if done simultaneously can also be finished in the morning.

BOY SCOUTS OF THE PHILIPPINES

<name of council>

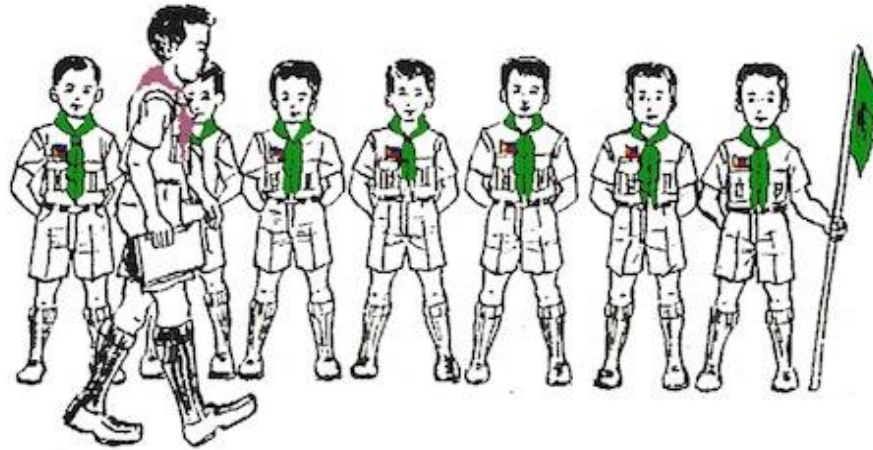
Annual Field Meet

<place of competition>

Morning Events – (8:30 to 12:00 noon)

1st Event – **Formal Inspection of all Troops**

Official uniforms, correctly lettered, properly worn (hats level, neckerchiefs four fingers width from the neck); correct insignia properly placed; Troop flag (small size); all Troops at open ranks. Scoring - 1st to 10th places (depending upon the number of Troops participating.)



2nd Event – **International Morse Signaling for Accuracy**

Four Scouts sending and receiving both ways. Stations 30 meters apart. Two Morse flags at least centimeters square on staves at least one and a half meters long.

Paper and pencil must be provided. Message must be sent with one hand holding the butt of the staff and the other, about a foot higher. Two sealed messages in code.

Allow time out for delivery of both messages to the judge.



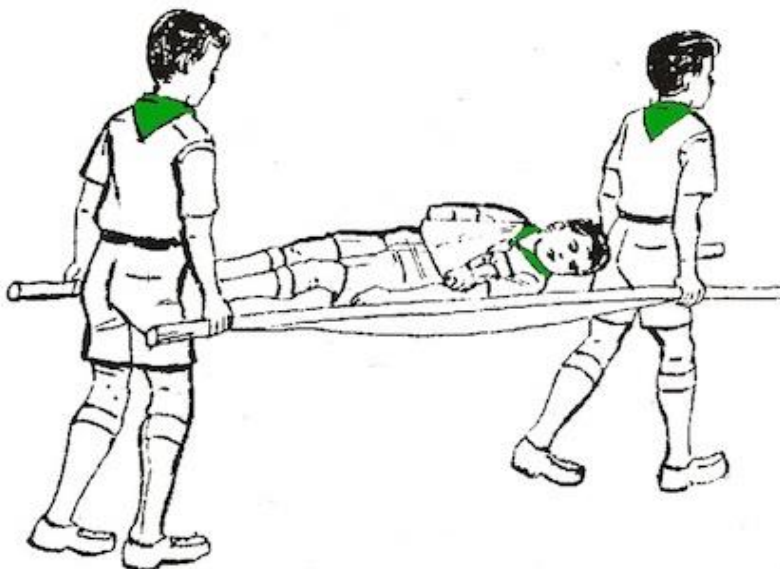
Judging: Each wrong or omitted letter or wrong spacing shall be considered an error. For each error, add 5 seconds to the total time. A total of 10 errors disqualifies. Lowest time wins.

3rd Event – **First Aid Projects for Accuracy**

Team: 2 Scouts and a patient

Equipment: Each team to have 2 blankets, 1 one-inch roller bandage, 3 two-inch roller bandages, 12 triangular bandages, long and short splints for all types of fractures, padding for splints and bottles filled with water labeled to represent different first aid remedies in a complete first Aid Kit. All bandages and bottles to be carried in a box or haversack. Neatness is essential.

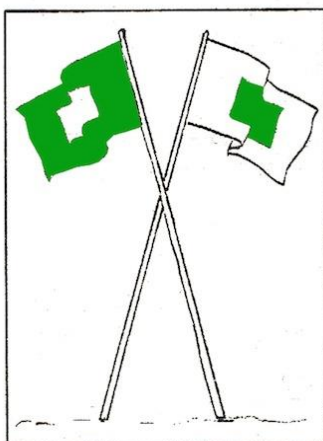
Rules: Patient is placed lying on a line 15 meters distant from the team. He has a note sealed in an envelope, showing the nature of his injuries the test of which cover the Second Class and First Class first aid questions. Team diagnose injuries or illness and treats, improvises stretcher with blanket and poles and brings him back across starting line. 10 minutes allowed.



Judging: Thorough and correct handling is the only consideration. The order of treatment is of vital importance.

4th Event – **Semaphore Signaling for Accuracy**

Four Scouts sending and receiving both ways. Two pairs of semaphore flags at least 40 centimeters square, staves at least 60 centimeters long. All other equipment same as Morse.

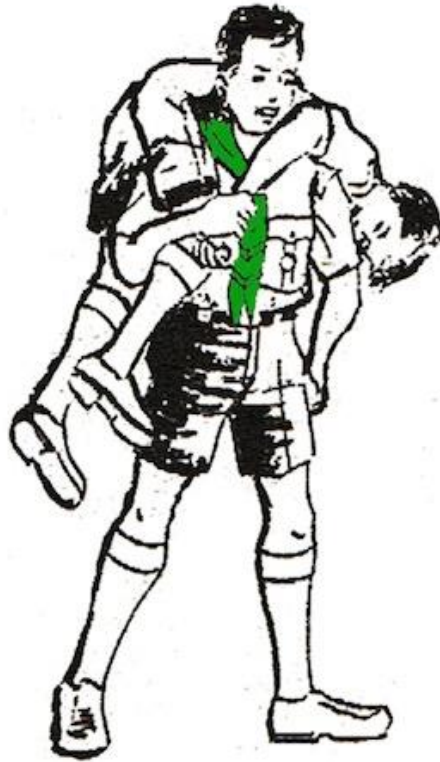


Rules and Judging: Otherwise the same as International Morse.

5th Event – **Fireman's Lift and Lower followed by Mouth-Mouth Resuscitation**

One, the patient and the other, the rescuer. Patient lies on his back at a distance of 10 meters from rescuer. At signal “Go,” rescuer runs to patient; executes the Fireman's lift from the ground, carries patient at a slow walk across the starting line and executes proper lowering procedures.

Once the patient is on the ground, the rescuer immediately starts (simulates) the Mouth-Mouth method of Artificial Resuscitation on him and continues until the Judges announces the end of the contest.



Note: Wrist watches should be removed.

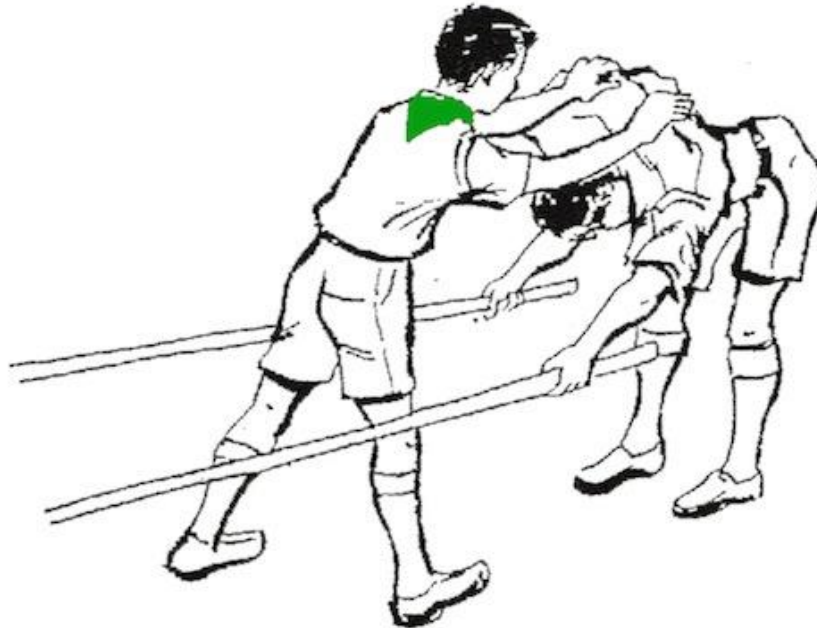
6th Event – **Improvised Stretcher Race**

(For First Class Scouts only)

Entry: Two Scouts to a team. Provide “patient” opposite of starting line.

Equipment: 2 Scouts staves (strong enough to hold about 60 kilos)

Regulations: At starting signal, team runs to patient. Within a safe distance, Scout A takes hold of end of staffs with each hand while Scout B pulls off shirt of A, both staves entering the sleeves. The next step is for A to pull off B's Shirt in like manner. Both Scouts then button the shirts and use belts and neckerchiefs to add strength to the improvised stretcher. When ready, team carefully places patient on the stretcher and transport him to starting line, observing proper carriage along the way.



Judging: Teams will be judged in order of finish. Strength of uniform parts used, neatness, proper carriage of patient will be determining factors also.

- First Patrol 80 points
- Second Patrol 60 points
- Third Patrol 40 points
- Patrols competing at all . 20 point

7th Event – Throwing Life-Saving Stock

(1 contestant)

Equipment: Section of heavy bamboo half a meter long, 6 millimeter rope passing through a hole in one end as in the eye of a needle and securely tied.

Contest: With a 12 meter length rope coiled in his left hand, but ready for release, the contestant throws under hand the stick at a target on the ground marked with rings scoring 10, 8, 4, 4, 2. Three tries per contestant.

Afternoon Events – (2:00 to 5:00 p.m.)

8th Event – Fire by Friction

Equipment: Fire by friction set must be made by Scouts from materials found locally. Tinder should be of natural material.



Rules: Chemicals, powder from previous attempts, pencil shavings, paper, cloth, string rope, gunpowder or alcohol prohibited. “Warming up” is not allowed. Notch that has been used before is permissible.

9th Event – **Water Boiling Contest**

(2 contestants)

Equipment: One No. 2 1/2 fruit can (lid removed) with wire bail – no solder. Scout's own piece of wood of his own choosing. Axe, or bolo, and Scout knife. Shavings of soap and water.



Contest: Lay and light fire using not more than 2 matches; make kettle support from same piece of wood that the fire is built of. Fill can with water to within 1/2 inch of top. Water must boil over to score.

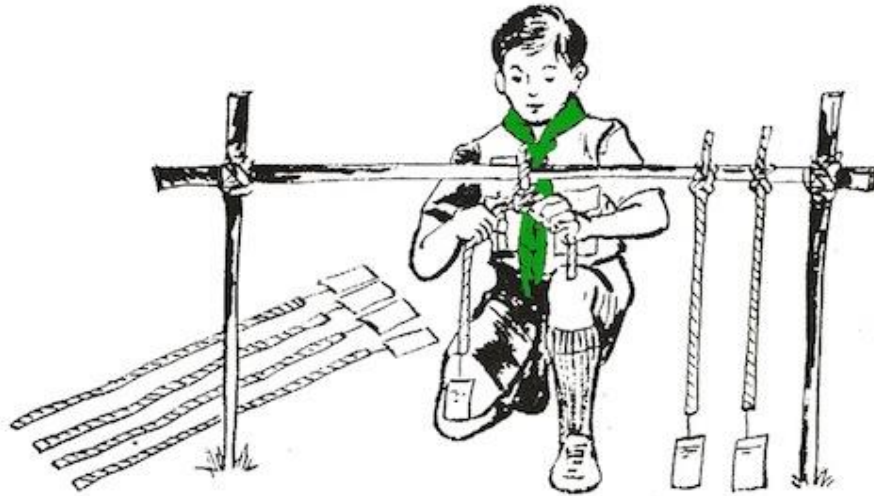
10th Event – **Knot Tying Relay**

(For Second Class Scouts only)

Entry: One team of 8 Scouts from each competing District.

Equipment:

- a) Scout staves will be set up by rally Committee.
- b) 8 pieces of 3-strand Manila rope or sash cord at least 6 millimeters in diameter, each 2 meters long and whipped at both ends. (Rally Committee will provide ropes during meet.)
- c) Pieces of cardboard not over 5 x 8 centimeters in size giving the name of the knots to be tied on the rope.



Regulations:

- a) Stakes or Staves will be provided by the Committee: The following knots, except the last are to be tied around the staff as indicated on the tags: Sheet Bend or Weaver's Knot, Square or Reef Knot; Clove Hitch, Bowline, Two Half Hitches, Taut Line Hitch, Sheepshank.
- b) The eight ropes should be laid out on the ground in equidistant parallel lines below the staff. The Sheepshank Knot should be placed last on the right hand side. Otherwise, the order in which the knots are to be tied should not be known to the contestants. To this end the sides of the cardboard pieces with the names of different knots should be hidden from view. All knots are to be made around and/or be tied fast to the staff, (not slipped over one end of the staff).
- c) At the signal to start, No. 1 Scout runs up, takes the rope farthest to the left, reads label on tag, securely ties around staff the knot named, runs back and touches No. 2 Scout who runs up and goes through same procedure, etc.
- d) Finally, No. 8 Scout ties the Sheepshank and holds it up above his head. He does not run back to starting line. This will give signal of finish. He keeps that position until dismissed by the judge.
- e) Staff holders must no touch any knot and should keep silent during the whole event.

Judging:

Teams will be examined by the Judge in the order they finished. All knots must be tied fast so as not to lose their identities during examination by the Judges. One knot wrongly tied will disqualify team.

Winners will be chosen from the first 8 Patrols to finish.

First patrol tying all knots correctly 80 points

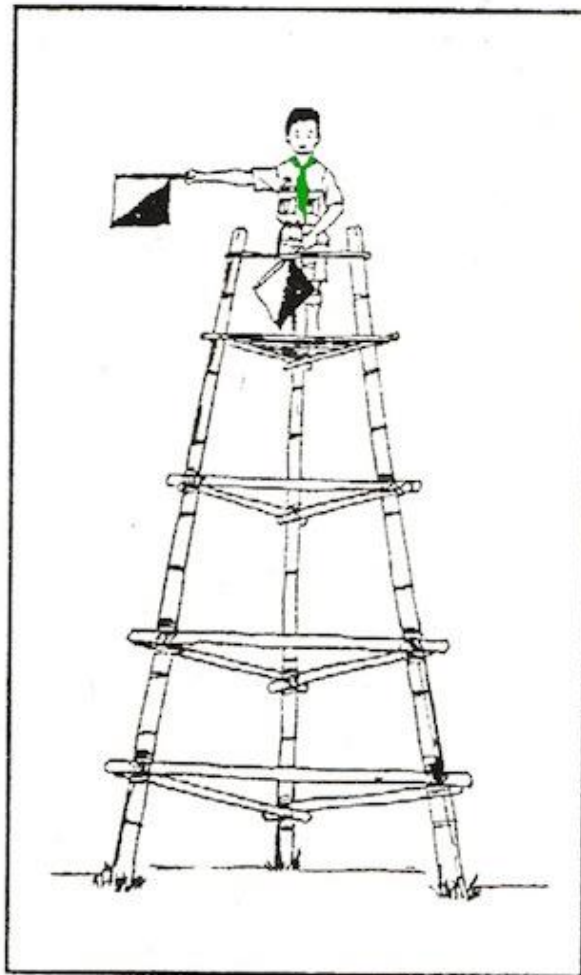
Second patrol tying all knots correctly . . . 60 points

Patrol placing third 40 points

11th Event – **Signal Tower Building**

(8 contestants)

Equipment: Bamboo poles and rope for lashing - all cut to size. (Build a model tower first before securing and cutting the needed bamboo.)



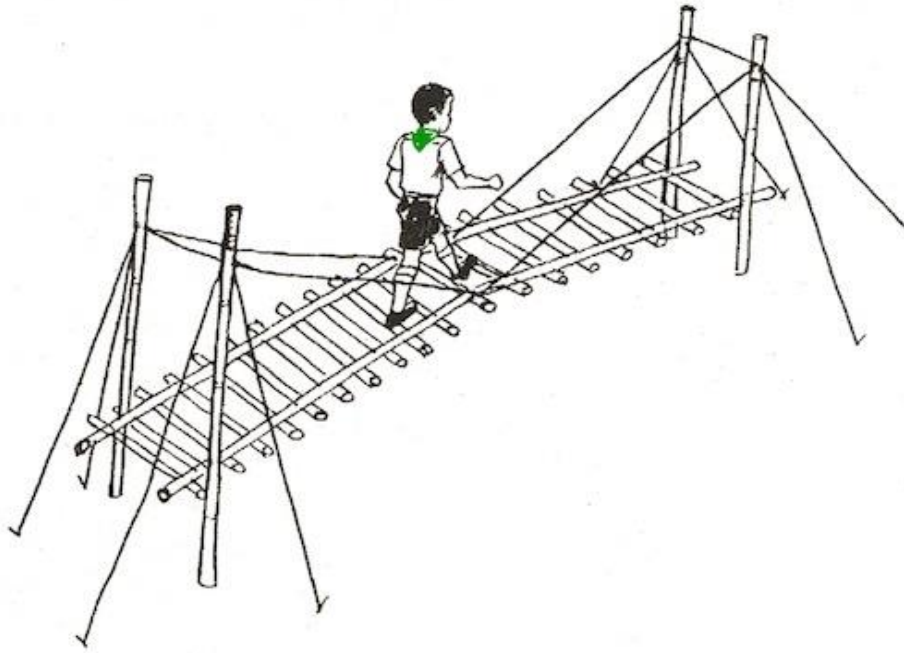
Regulations: Team with equipment in front of them, form a line. At a given signal, each team carries its equipment to the “construction” site, and in fifteen minutes, constructs any type of signal tower that it wishes to. Towers must be four meters high, and will be judged on strength, simplicity, and practicability. Speed to be considered only when everything else is equal. When completed, one Scout will remain atop the structure signaling by semaphore flags the Scout Motto: “*Laging Handa.*”

12th Event – **Bridge Building**

(Truss-Spar Bridges) 8 contestants

(Build your model bridge first before attempting to secure and prepare bamboo for your contest)

Equipment: Bamboo poles and split bamboo for flooring of bridge.



Regulations: Teams, each with equipment in front of them, line up. At signal, each team carries its equipment to the building site and constructs any type of Truss-Spar bridge that it wishes to.

Bridges must span 4 meters of water expanse (theoretical), and will be judged on strength, simplicity, and practicability. Speed is to be considered only when everything else is equal.

Each team passes over its own completed bridge, and then stands on top of it until dismissed by the judges.

13th Event – **Human Pyramid Building**

(Entire Troop, but not to consist of less than 16 contestants.)

Each Troop will build in succession, under its own command, any five pyramids it has selected, to be judged for originality, difficulty, safety, precision, and team work.

There should be no delay among troops performing.

Scoring in all Events

First Place 5 points

Second Place 4 points

Third Place 3 points

Fourth Place 2 points

Fifth Place 1 point

In case of tie both troops will be credited with the points for the place where the tie occurs. (Example: Tie for second place gives 4 points each.)

Exception: In troop inspection at least 16 Scouts must be present to Score. Score 10, 9, 8, 7, 6, 5, 4, 3, 2, and 1 for 10 places.



Awarding of Prizes and Court of Honor

The awarding of Prizes and Court of Honor are better done in the evening, if there is still time. It is best done around a big campfire where there will be more fun and fellowship among the boys, singing Scout songs and shouting Patrol and Troop yells.

Suggested Events

Life Line Contest

Team: One Patrol

Equipment: Eight pieces of 1 centimeter or larger rope, each a meter long.

Regulations:

- a. Teams form in Patrol file at starting line. (Each Scout has one rope. This they must not bend nor twist until starting signal.)
- b. At starting signal each Scout joins his rope to that of his nearest team-mate with a square knot. The Scout in the forefront walks forward holding the end of the rope and ties it to a sack of sand located about 20 feet away, using the clove hitch, and his team mates haul the sack across the starting line.
- c. The sack should weight at least 20 kilos. The Scout who does the tying is not allowed to help haul the sack.



Judging: The team that gets the sack across the line first is the winner, but one wrong knot disqualifies.

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Compass Relay

Team: One Patrol

Equipment: Sixteen markers about 8 x 13 centimeters for each team. These are inscribed with the principal points of the compass.

Regulations:

- a. Teams form in Patrol file at starting line. 25 meters down the course a circle, about one and a half meters in diameter, is drawn. Each Scout is handed two markers drawn from a hat.
- b. The markers are to be folded and may be sealed. They are not to be looked at until runners arrive at circle.

Archery

Equipment: Regulation targets. Archery tackle, bow and string must be made by the Scout himself; arrows must be feathered and tipped by him , too.

Regulations: Each contestant shoots alternately as follows:

Five ends of (30 arrows) at 40 yards.

6 arrows each (30 arrows) at 30 yards.

(30 arrows) at 20 yards.

Two practice arrows may be shot at the start; these do not count.

Judging: High score wins. Scoring: 9 for the gold, 7, 5,3, and 1, for other rings, respectively.

Variation: If only one distance is to be contested due to lack of time, this should be 30 arrows at 40 yards.

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Scoutcraft

Team: A Troop of Scouts

Equipment: See “Regulations”

Regulations: For each active, registered member of the Troop present, the following schedule of points will be given:

Tenderfoot 2 points

Second Class 4 points

First Class 10 points

Merit Badge Add one point for each

Outdoorsman Add 10 points to score of First Class Scout

Venturer Add 10points to score of Outdoorsman Scout

Eagle Scout . . . Add 20 points to score of Venturer Scout

Judging:

- a. Total number of points scored should be divided by total number of registered, active Scouts on Troop records at the office on day of contents.
- b. Badge of highest rank (First Class Badge if Scout is of that rank) and all Merit Badges earned must be worn to score.
- c. Deduct one point for each Scout not in uniform.
- d. Highest Troop score wins.

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Verbal Message Relay

(For Tenderfoot and Second Class Scouts only)

Entry: One Patrol from each competing District.

Equipment: Written message to be provided by Rally Committee. Paper and pencil for last boy only.

Regulations: Patrol Members at 8 stations or markers, 25 feet distant from one another. On signal "GO," lead-off Scout is handed a written message in a sealed envelope. He reads message and runs to No. 2 Scout and whisper message. No.2 Scout after receiving message runs to No. 3 Scout who in turn whispers same to 4th Scout and so on down the line. The 8th Scout writes down what he has received and runs to Judges at finish line with written message. Time will be taken.



Scoring: Patrols are given 100 points at start of contest. Five points are subtracted for each incorrect word or missing word from original message.

Patrol with highest number of points 80 points

Patrol with second highest number of points . . . 60 points

Patrol with third highest number of points 40 points

Patrol competing at all 20 points

~oOo~

- b. Promptness in execution, correctness of call, quality of tone and number of calls should be considered.
- c. Form should count 10 points out of a total of 110 possible points. *Note:* See score sheet for judges, which simplifies the scoring and judging of this contest.

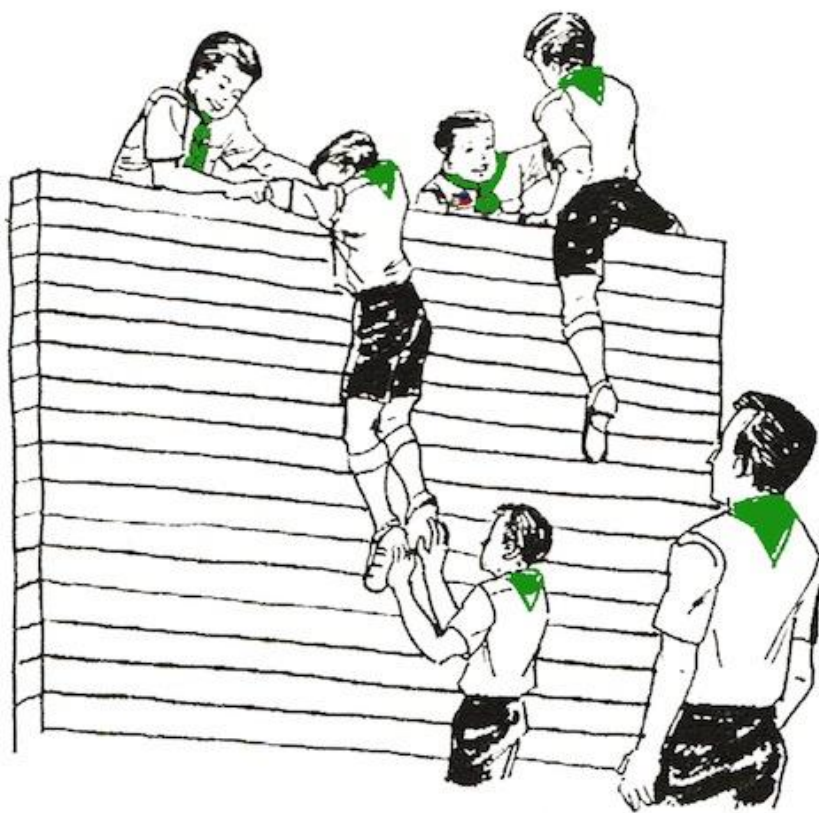
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Wall Scaling

Team: Eight Scouts

Equipment:

- a. Wall as per diagram.
- b. Mat not over 3 inches thick permitted on descent side of wall.
- c. Staves, not more than 2 can be used by any one team. No ropes or other equipment allowed.



Regulations:

- a. Front of wall is placed 10 meters from starting line. Finish line is 10 meters beyond, measured from base of wall on descent side.
- b. Staves carried by Scouts when assembled on starting line must be on hand when they cross the finish line. They can be carried by any particular Scout or Scouts.
- c. No restrictions as to number of Scouts going over wall at one time, nor as to formation used in scaling wall.
- d. Team starts in double rank (four abreast), the front rank toeing a line 10 meters from the front of wall, scales the wall and runs 10 meters to finish.
- e. No part of lateral sides of wall may be used in climbing or descending.
- f. Clothing may include rubber-soled shoes, otherwise, regulations Scout Uniform without hat.

Judging:

- a. Time is taken when last Scout crosses finishing line. Group need not be in line at the finish. Best time wins.
- b. "Safety First": watch for broken staves, pulling contestants off wall, swaying climbers, etc. Post two or three men solely for this purpose.
- c. Any staff left behind, or any violations of the above regulations, disqualifies a team.

Variations: Single-faced wall. Regulations are the same as above, except that single-faced wall is used.

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Tug of War

Team: Eight Scouts

Equipment: A heavy rope, 8 to 12 meters long.

Regulations:

- a. The middle of the rope should be marked, as well as a sketch on the ground two meters wide. The marker on the rope should be at mid-point of the sketch on the ground.
- b. Scouts may "dig in," but no knots on the rope or winding it around the body is allowed.

Judging: The first team to pull the marked middle of the rope over their one meter mark on the ground is the winner.

Nail Driving Contest

Team: One Scout

Equipment: Regulation Scout Axe or hammer, a board and quantity of 2" common wire nails furnished by the Committee.

Regulation: Scout is to drive the nail clean to its head into the board and as many of them as he possibly can.

Judging:

- a. The Scout who properly drives in the most nails in the given time is the winner.
- b. Deduct 2 nails for each one bent or not fully driven in. Scout may remove bent nails if he cares to.

Demonstration Events

Value and Use. Demonstration of various forms of Scout work, looking toward the educational side rather than the competitive, may have a place on the program of all rallies, whether indoors, on the rally field, or at Camp-O-Rals. These are often presented by groups of Scouts without thought of competition or award.

In addition to their recognized value in the Scout Rally or Scout Circus, many demonstration events may be used to put across the Scout Program before such groups as Parent's Nights, Service Clubs, public Courts of Honor, groups planning to organize a Troop, Parent-Teacher Associations, and civic and patriotic bodies. In this connection one good demonstration will do more than several speeches to show that Scouts really learn.

Burning Building

A miniature section of a house is brought forward. It is painted and covered with imitation bricks, so that it looks very real. There is a frenzied cry of "Fire!" Smoke rises (smoke pots, i.e., old water pails in which damp paper or damp hay is burned), from the roof. It is plain that someone is in trouble. A group of Scouts enter double-time, and either by the use of a ladder or by wall-scaling methods, they enter the building and proceed to rescue the poor lady who cried stridently for help. The fireman's lift, and carry, artificial respiration, and the use of the Scout neckerchief as a rope may be shown in this stunt to good advantage.

Safety first suggestions: Watch the wind and don't use too much smoke; take no chances with broken glass or possible falls; and, save this for outdoor rallies.

Scout Oath and Law Pageant

To set this off properly, the Troop makes a large frame, in sections. They put this together in the arena. It is like the proscenium arch of a theater, and is made of cardboard or plywood. It has a curtain that operates on a wire.

As the Oath and each point of the Law are shown in tableau form or in slow motion, a Scout off-stage repeats the Oath or Law in full.

The Scout Oath and Law : To represent each part of the Oath and Law

“Duty to God and Country” : a Scout saluting the Flag of the Philippines;

“Help other People” : a Scout applying first aid to a patient.

“Physically strong and Mentally Awake” : shows an athlete in the crouching start of a sprinter, with another student with his books under his arm timing him.

Trustworthy: A man drops his pocketbook. A Scout, following, notes this and returns pocketbook to him.

Loyal: A Patrol gives the Troop or Patrol yell.

Helpful: A Scout carrying bundles for a small child.

Friendly: A Scout and non-Scout shaking hands.

Courteous: A Scout, speaking to a lady, has removed his hat and is bowing.

Kind: First aid to a large dog.

Obedient: A Scout saluting his leader.

Thrifty: A Scout approaches bank teller's window and makes a deposit.

Brave: A group of tough looking boys stone a dog. The Scout throws off his coat and dares them to do it again.

Clean: Camp scene. A group of Scouts in shorts and T-shirts form a line before the camp wash stand. One or two wash from the hand basin.

Reverent: A Patrol is kneeling before a priest or minister, who has his hand extended in benediction.

Pageant of Scouting

Here we see a presentation of the major features of the Scout Program in pageant or tableau form. The Troop forms a large half circle, and sets up a number of signs. These read: Signaling, First Aid, Oath and Law, Camping, Cooking, Map Making, etc. Each subject is assigned to one or two Scouts and they put on a demonstration of their particular subject. The signaling team sends a message; the first aiders apply bandaging; A Scout giving the Scout Sign depicts the Oath and Law; camping is shown in a setting of trees with a Scout pitching a tent and another making fire by friction; cooking shows two Scouts doing cooking chores; and map making depicts two Scouts with a plane table on a tripod and taking a sight.

At a signal, all activities stop and everybody “freezes,” in a striking, half-circle tableau. In the midst of the silence, the Scout depicting the Oath and Law, repeats in a clear voice, the Scout Oath and Scout Law. This pageant easily lends itself to as many varieties of subjects as may be desired.

Pageant of Merit Badges

This demonstration is decidedly different. Each Scout is in costume and carries a sign lettered with the name of a Merit Badge. His costume represents the Merit Badge quite definitely. One, to represent Archery in the costume of an Aeta or Igorot, carries a bow and arrow; he might have just stepped out of the forest. The fisherman with hook and line stands for Fishing. The husky Scout in red undershirt and the leather apron, carrying a sledge represents Blacksmithing; the Chef in the white hat and apron represents cooking; and what, but Firemanship can be indicated by the young man in the fireman's outfit? Safety is shown by a Scout in a policeman's uniform; Athletics by a boy in gym suit, and Photography by a Scout with a camera, who finally poses the group for a picture. The possibilities are almost endless.

In some Councils, besides the Field events where Troops compete among themselves, they consider also the percentage of the Scouts' advancement in each competing Troop. They determine the Champion Troops of the council on the basis of 50% of the Scout's promotion and advancement. This method is one way of encouraging advancement among boys, but care must be taken that boys are prompted properly, otherwise you are cheating yourself and you are allowing your boys to cheat themselves, thereby defeating the purpose of Scouting.

In this method, the troops' total number of registered Scouts as checked with the Council Office from the beginning of the school year to a month before the Field Meet and the number of boys promoted in rank, are considered in determining the percentage of promotion and advancement for that Troop.

Following is a sample of the Entry Blank to be filled in by each Troop participating in the Rally, and which should be received in the Council Office not later than the date set for the filing.

<part 1 of 2>

BOY SCOUTS OF THE PHILIPPINES	
_____ Council	
ENTRY BLANK for the Boy Scouts Annual Field Meet at _____	
Troop No. _____ Institution/School _____	
District/Town _____	
First Event - Formal Inspection Is your Troop participating? _____ (Yes or No)	
Second Event - International Morse Signaling - (Four Scouts) ' Team _____	
Third Event - First Aid Projects (Two Scouts and one Patient) Team _____ First Aiders _____ Patient _____	
Fourth Event - Semaphore Signaling (4 Scouts) Team _____	
Fifth Event - Fireman's Lift and Lower followed by Mouth-to-Mouth Resuscitation Rescuer _____ Patient _____	
Sixth Event - Improvised Stretcher Race (4 Scouts) Team _____ Patient _____	

<part 2 of 2>

Seventh Event - Throwing the Life Saving Stock (One Scout)

Contestant _____

Eight Event - Fire by Friction (One Scout)

Contestant _____

Ninth Event - Water Boiling (Two Scouts)

Team _____

Tenth Event - Knot-Tying (8 Scouts)

Eleventh Event - Signal Tower Building (8 Scouts)

Twelfth Event - Bridge Building (8 Scouts)

Thirteenth "Event - Human Pyramid Building (at least 16 Scouts)

We agree to obey the regulations of the Field Meet and I hereby certify that the Scouts whose names appear above are all in good standing and registered with this Troop.

Submitted by: _____

Troop Leader